

Figure 1

100

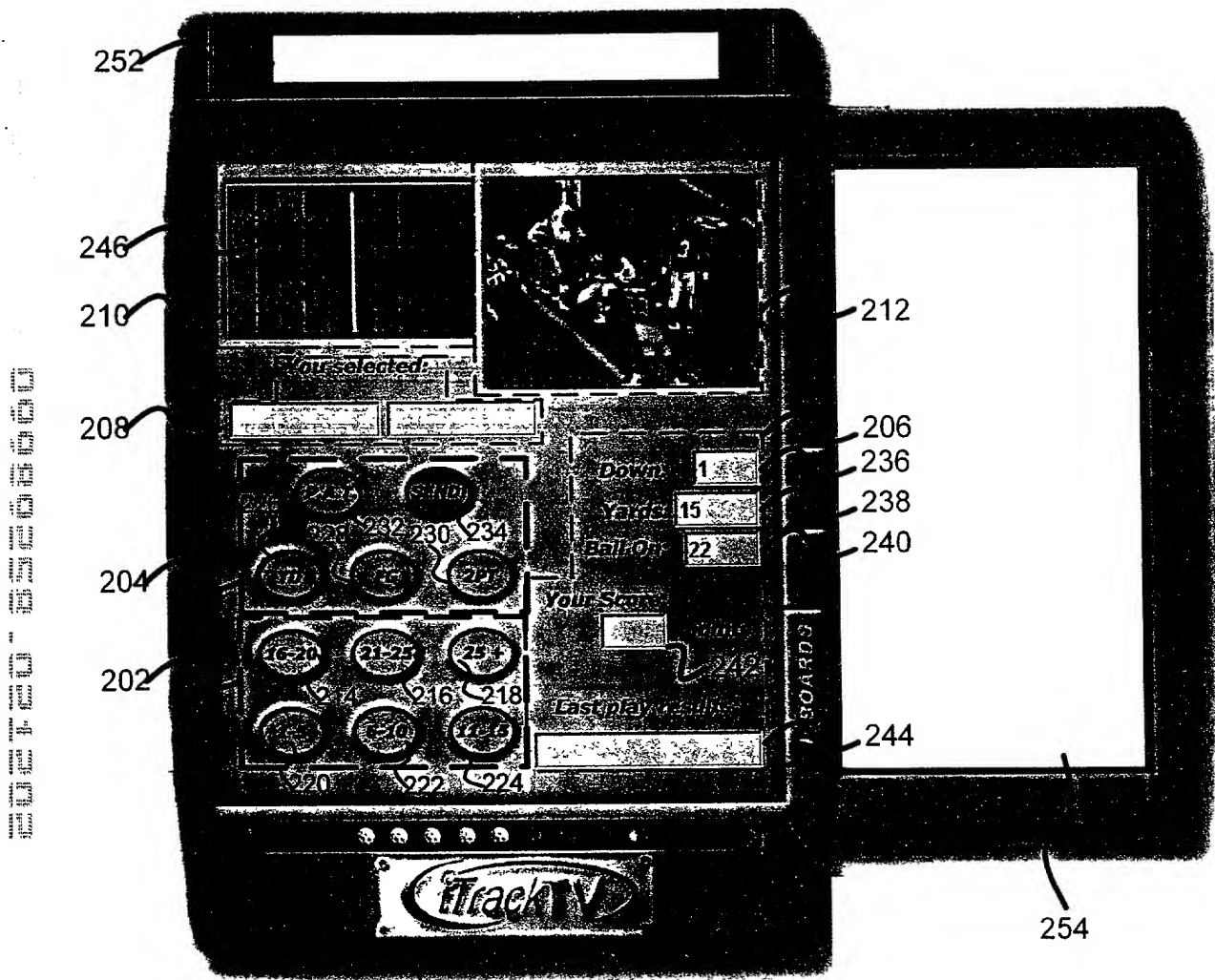


Figure 2

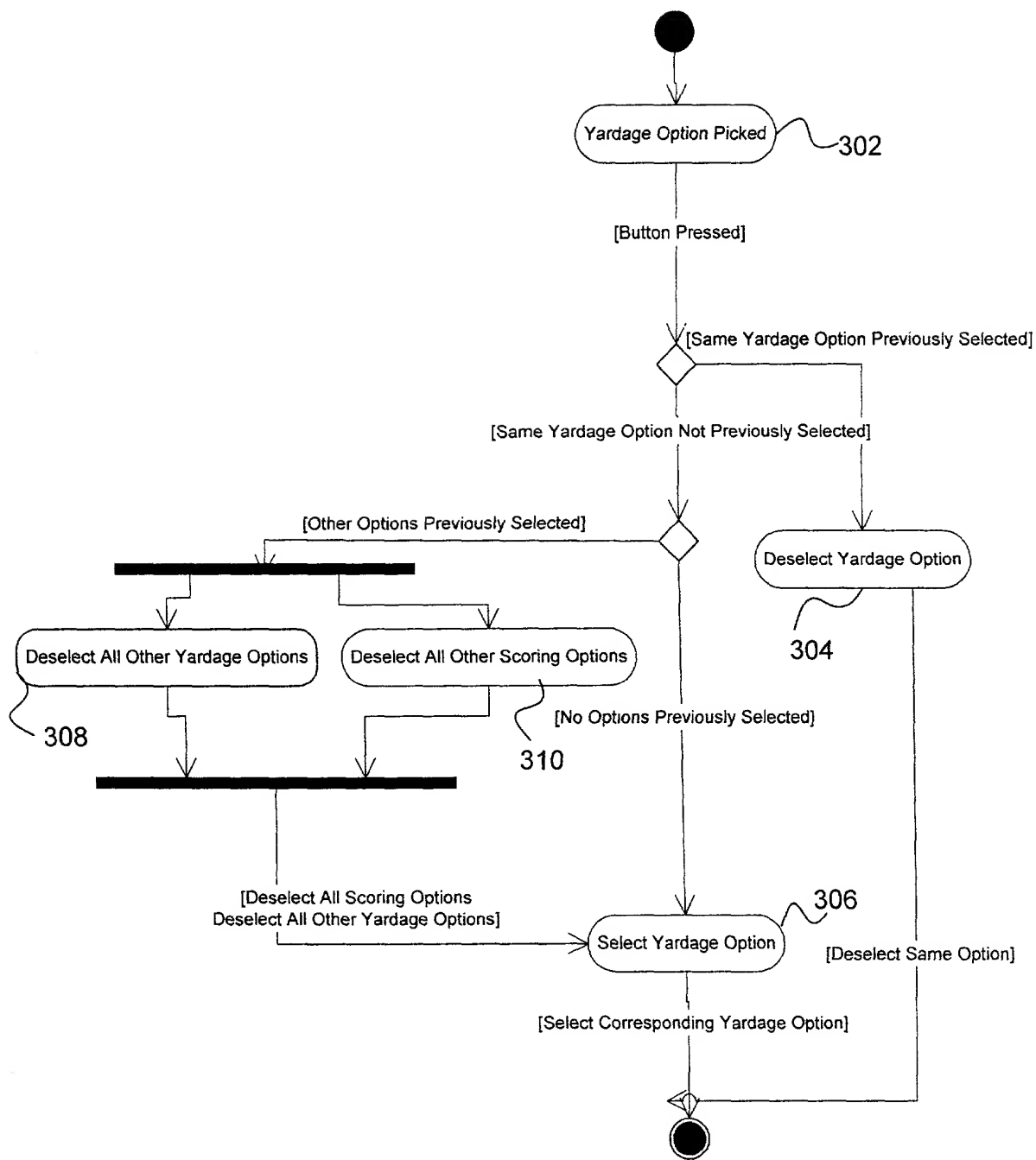
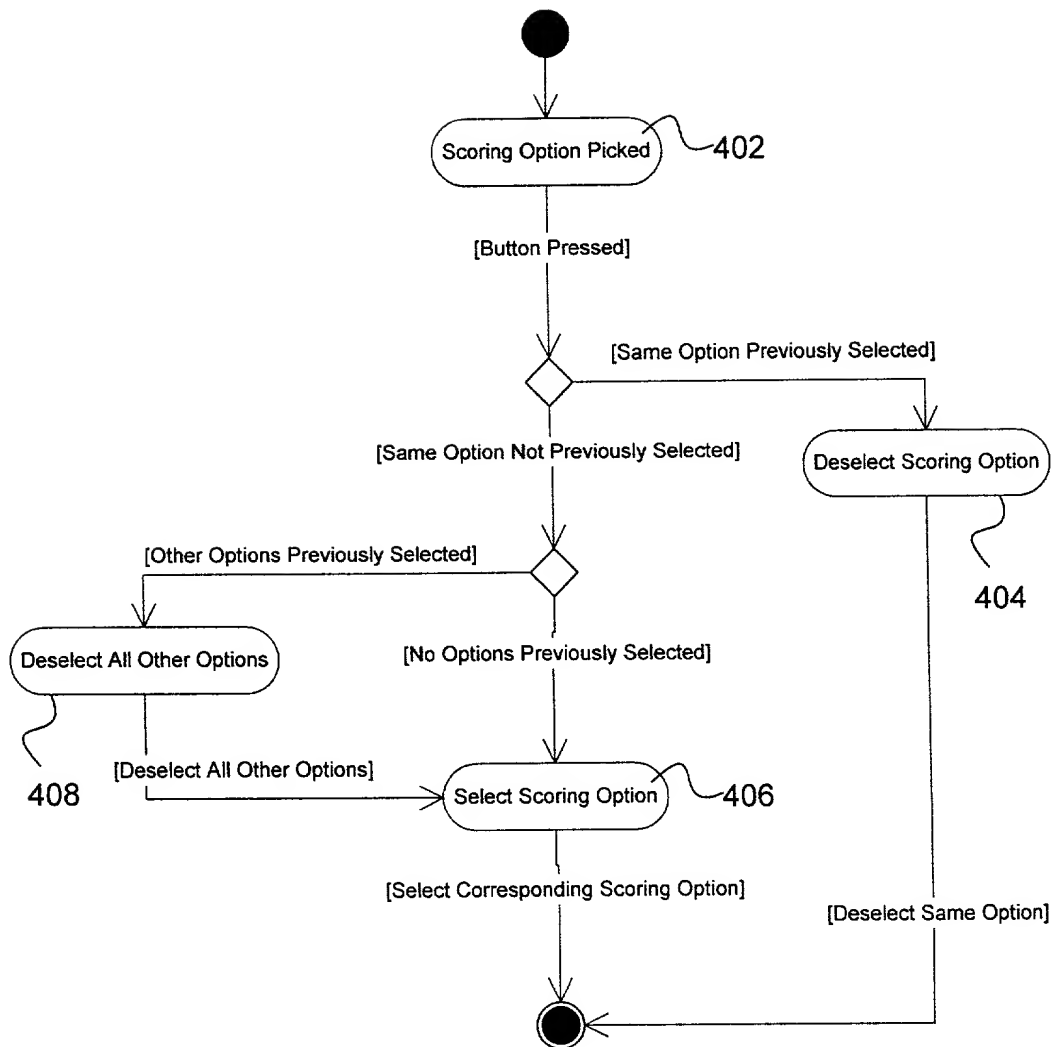


Figure 3



400

Figure 4

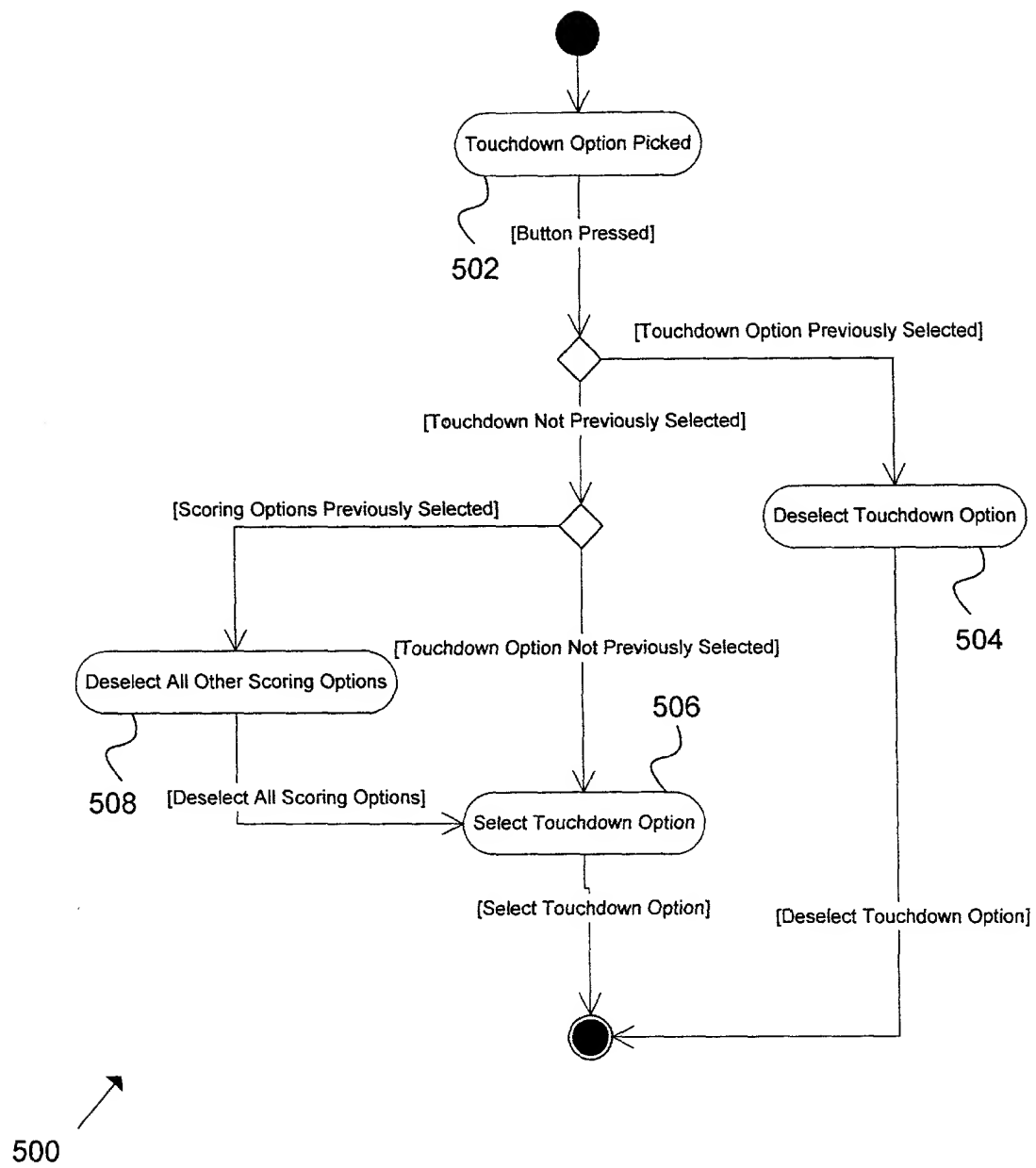


Figure 5

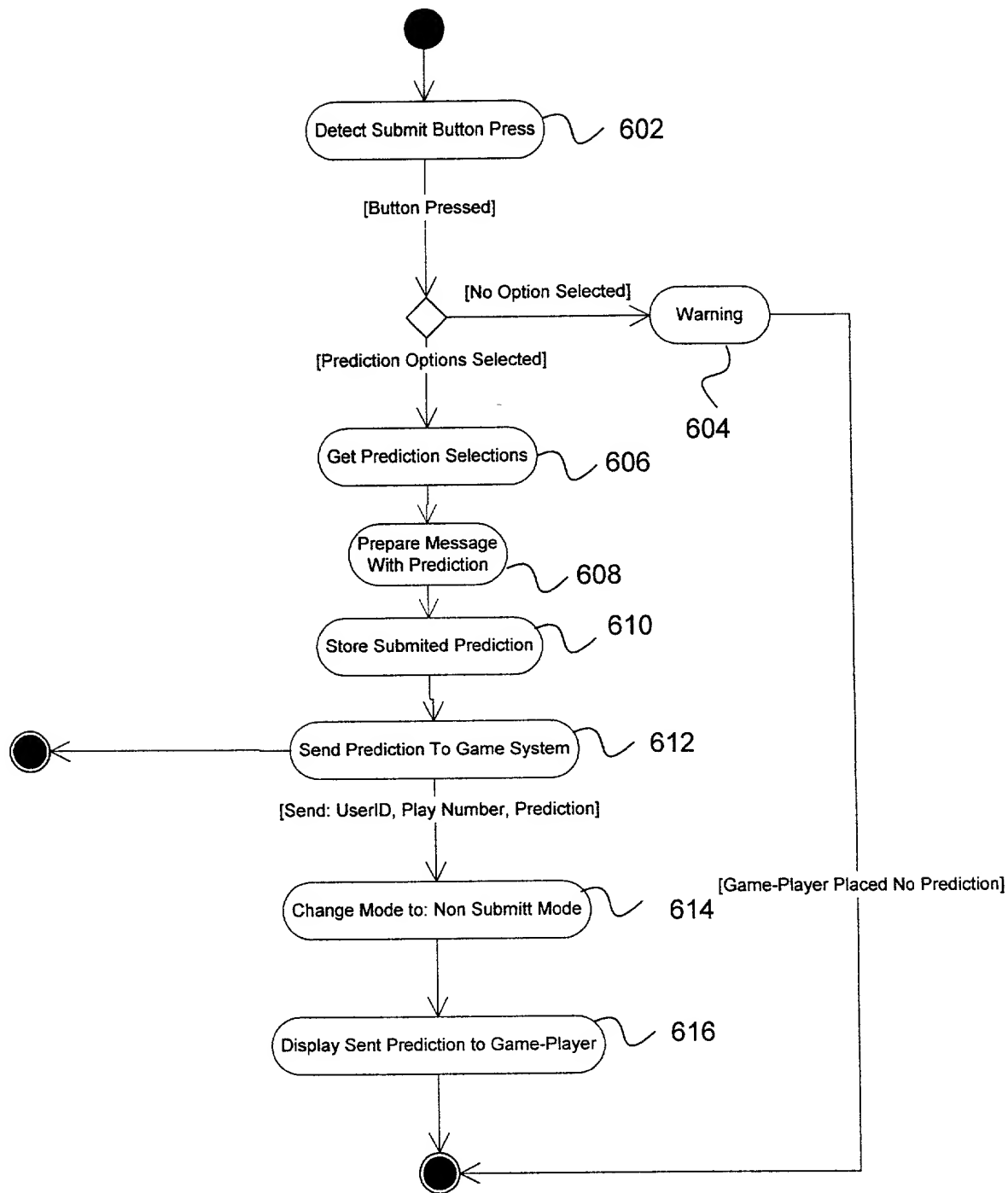


Figure 6

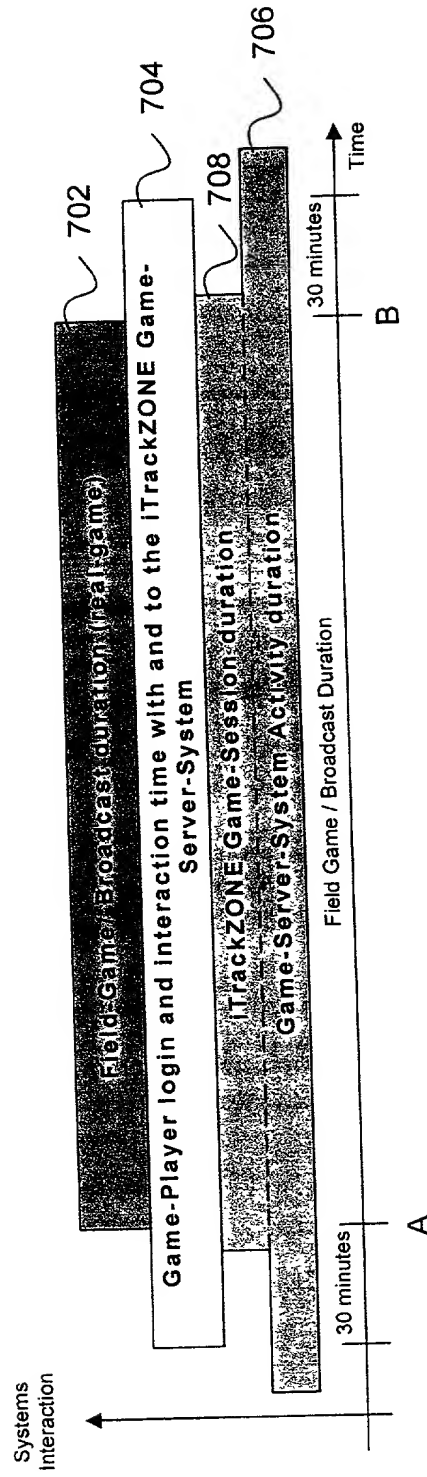


Figure 7

700

	A	B	C	D	E	F	G	H	I	J	K
	Flow Of Events	Filled Team C	Filled Team D	IT Track Referee	Game Server System	Game Session	Field Game	Game-Player A Actions	Game-Player A States	Game-Player B Actions	Game-Player B States
1	Over 30 minutes prior to game-session	Inactive	Inactive	Inactive	Inactive Game State	Inactive	Inactive	Inactive	Inactive	Inactive	Inactive
2											
3	(Coin Flip) Team C Kicks off the game-session Starts	Defensive State	Offensive State	Selects Team D - Sends START	Submit Prediction State	Active	Play Stop State	Unable to Predict	Passive Mode - Default Scoring Mode	Able to Predict	Active Mode - Submit Prediction Mode
4	Field-Game-Kicker Signals Referee - Play 1	Defensive State	Offensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Predict	Passive Mode - Default Scoring Mode	Unable to Submit Predictions	Active Mode - Non-Submit Mode
5	Result 1	Defensive State	Offensive State	Sends Result - Start	Submit Prediction State	Active	Play Stop State	Unable to Predict	Passive Mode - Default Scoring Mode	Able to Predict	Active Mode - Submit Prediction Mode
6	Play 2	Defensive State	Offensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Predict	Passive Mode - Default Scoring Mode	Unable to Submit Predictions	Active Mode - Non-Submit Mode
7	Result 2	Defensive State	Offensive State	Sends Result - Start	Submit Prediction State	Active	Play Stop State	Unable to Predict	Passive Mode - Default Scoring Mode	Able to Predict	Active Mode - Submit Prediction Mode
8	Play 3	Defensive State	Offensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Predict	Passive Mode - Default Scoring Mode	Unable to Submit Predictions	Active Mode - Non-Submit Mode
9	Result 3	Offensive State	Defensive State	Selects Team C - Sends Result - Start	Submit Prediction State	Active	Play Stop State	Able to Predict	Active Mode - Submit Prediction Mode	Unable to Predict	Passive Mode - Default Scoring Mode
10	Play 4	Offensive State	Defensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Submit Predictions	Active Mode - Non-Submit Mode	Unable to Predict	Passive Mode - Default Scoring Mode
11											
12	THE ABOVE STATES, MODES AND ACTIONS WILL CONTINUE THROUGHOUT THE STANDARD GAME OF PAPER FOOTBALL UNTIL THE GAME ENDS WITH THE HOME TEAM WINNING 3-0										
13	Result #	Offensive State	Defensive State	Sends Result - Start	Submit Prediction State	Active	Play Stop State	Able to Predict	Active Mode - Submit Prediction Mode	Unable to Predict	Passive Mode - Default Scoring Mode
14	Play #+1- Clock Stops	Offensive State	Defensive State	Sends Stop	Non-Submit Prediction State	Active	Play Action State	Unable to Submit Predictions	Active Mode - Non-Submit Mode	Unable to Predict	Passive Mode - Default Scoring Mode
15	Result #+1- Clock is stopped	Inactive	Inactive	Sends Result Only - Game Stop	Game Stop State	Inactive	Play Stop State	Unable to Submit Predictions	Game Stop Mode	Unable to Submit Predictions	Game Stop Mode
16	Game Over	Inactive	Inactive	Logs Out - Inactive	Game Stop State	Inactive	Game Over	Logs Out - Inactive	Inactive	Logs Out - Inactive	Inactive
17	Game Over	Inactive	Inactive	Inactive	Inactive Game State	Inactive	Inactive	Inactive	Inactive	Inactive	Inactive

Figure 8

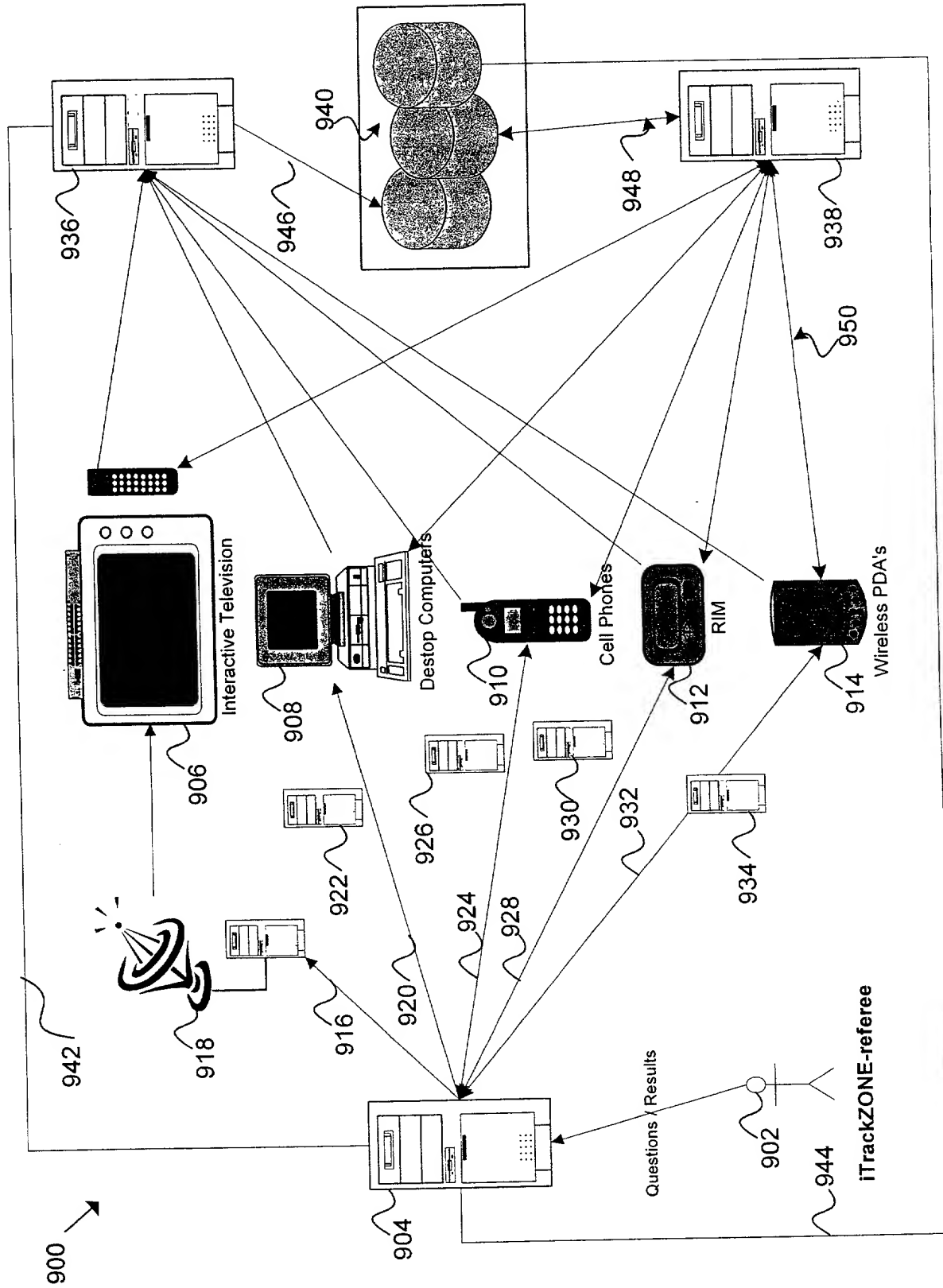


Figure 9

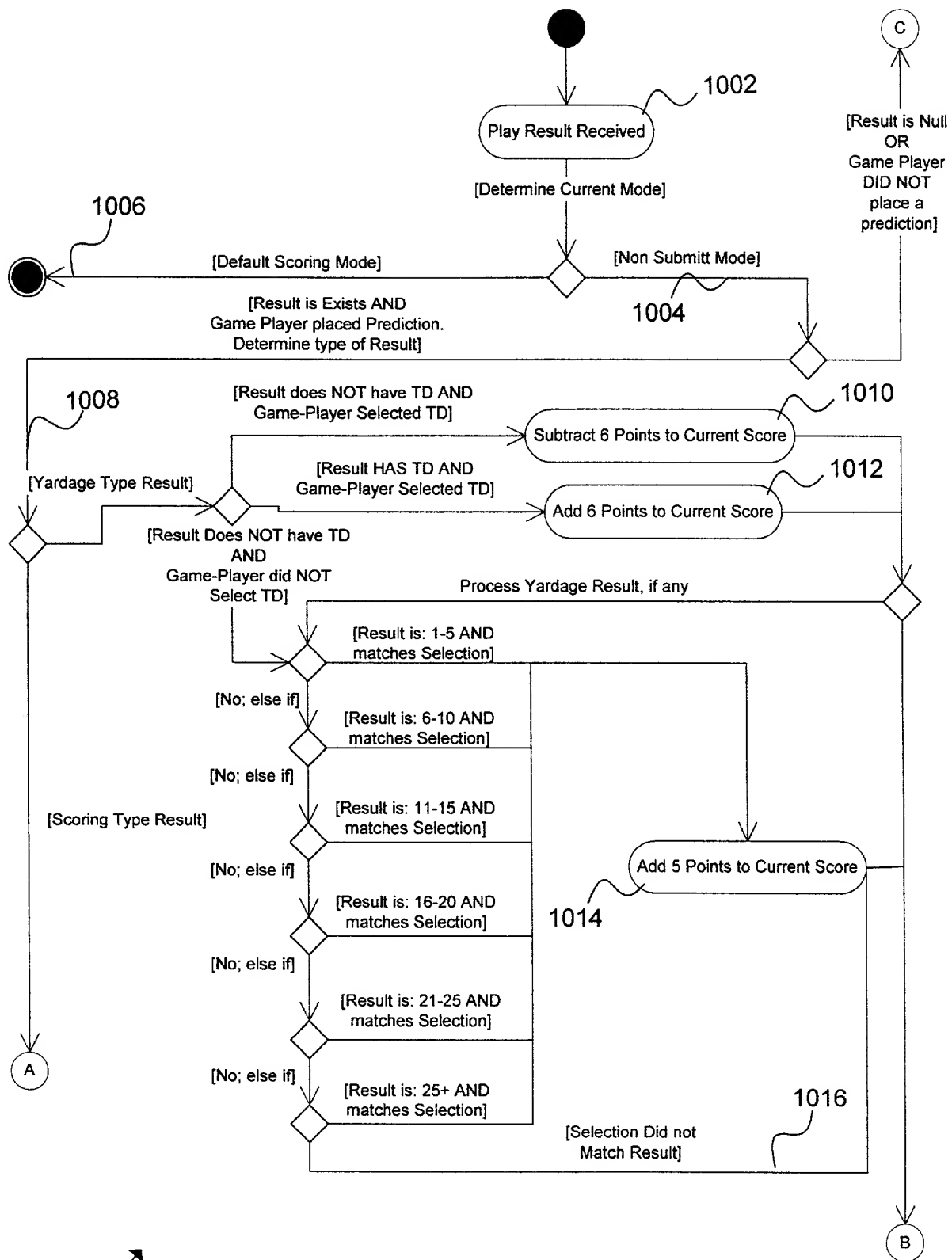


Figure 10A

1000

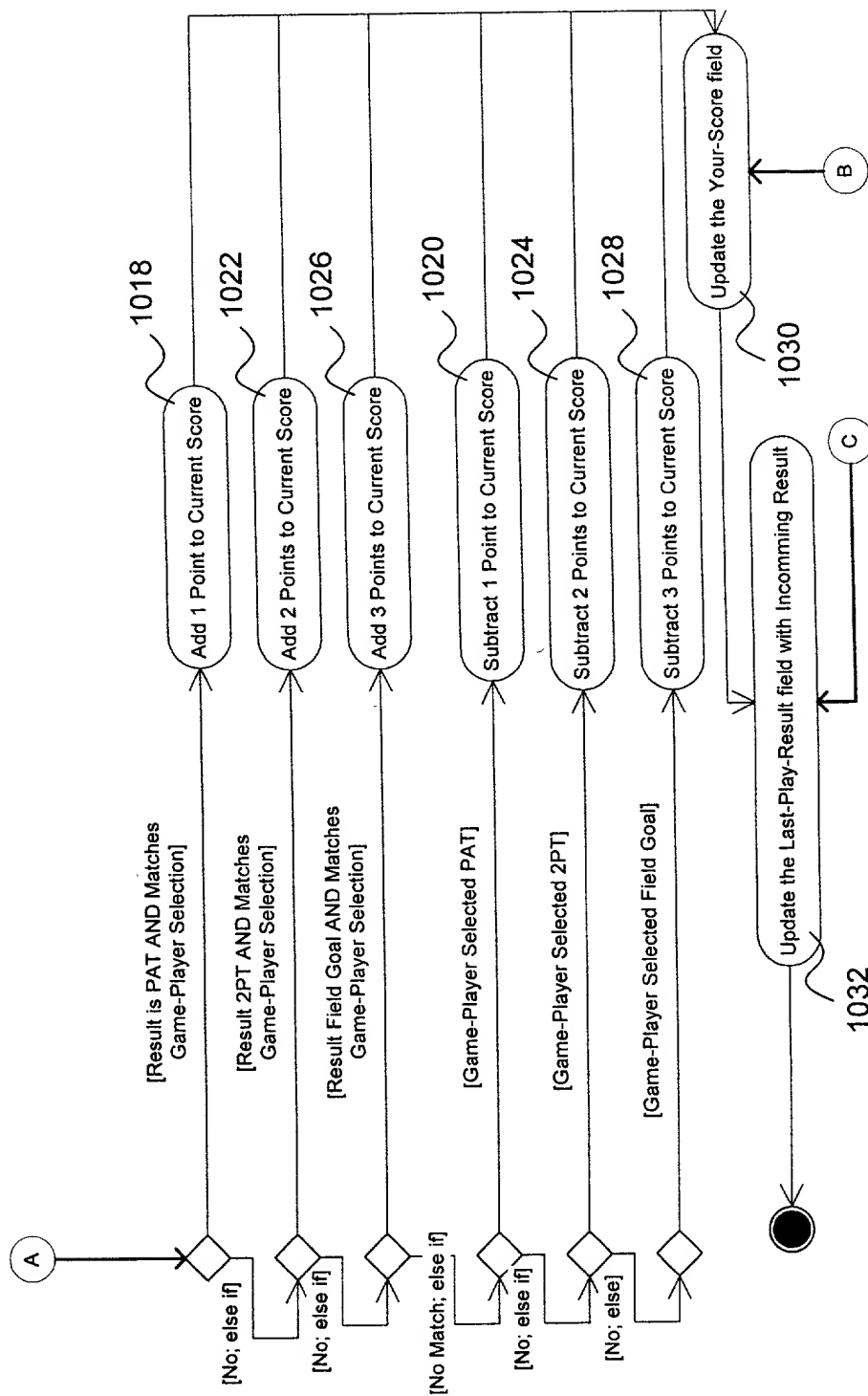


Figure 10B

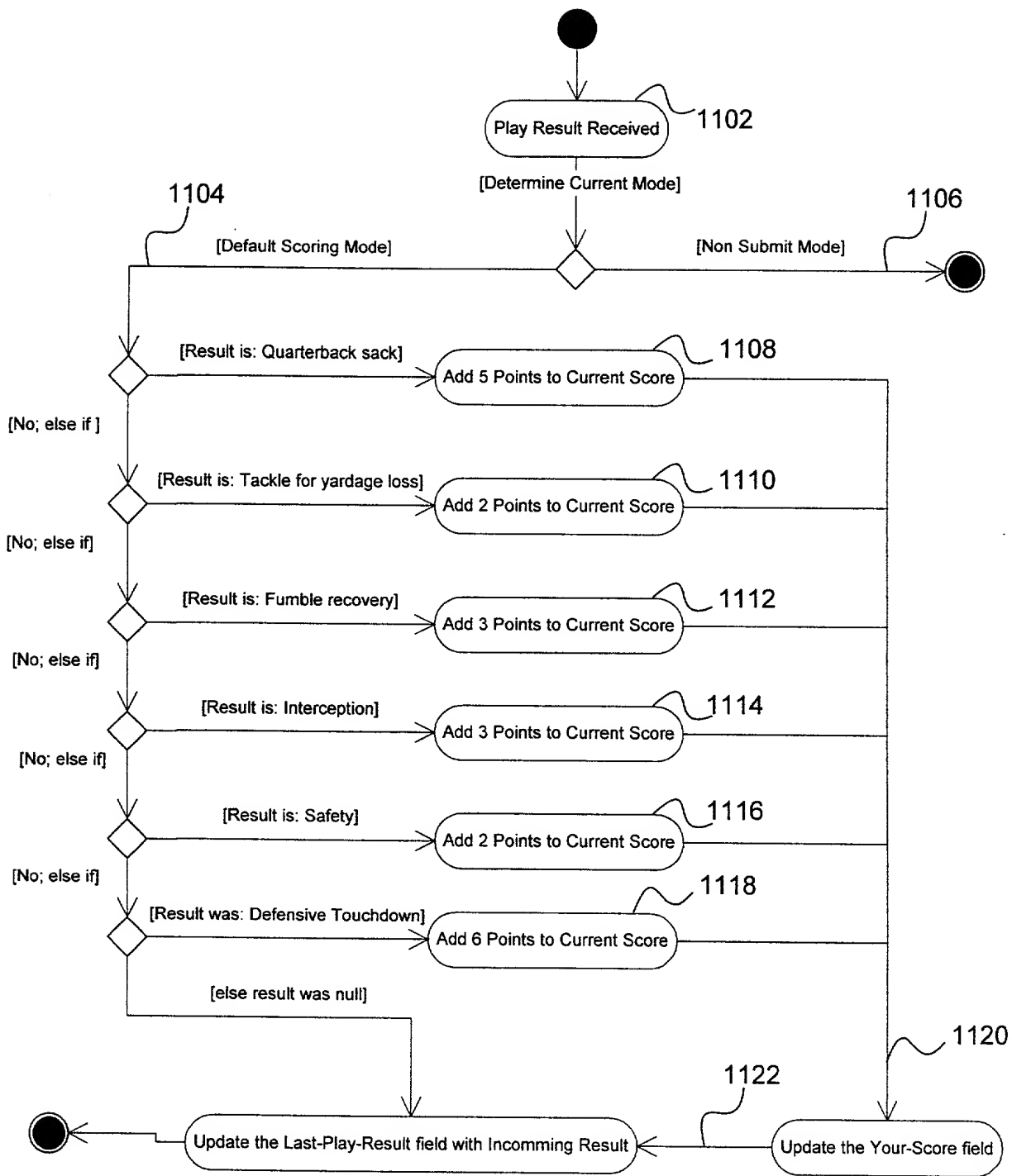
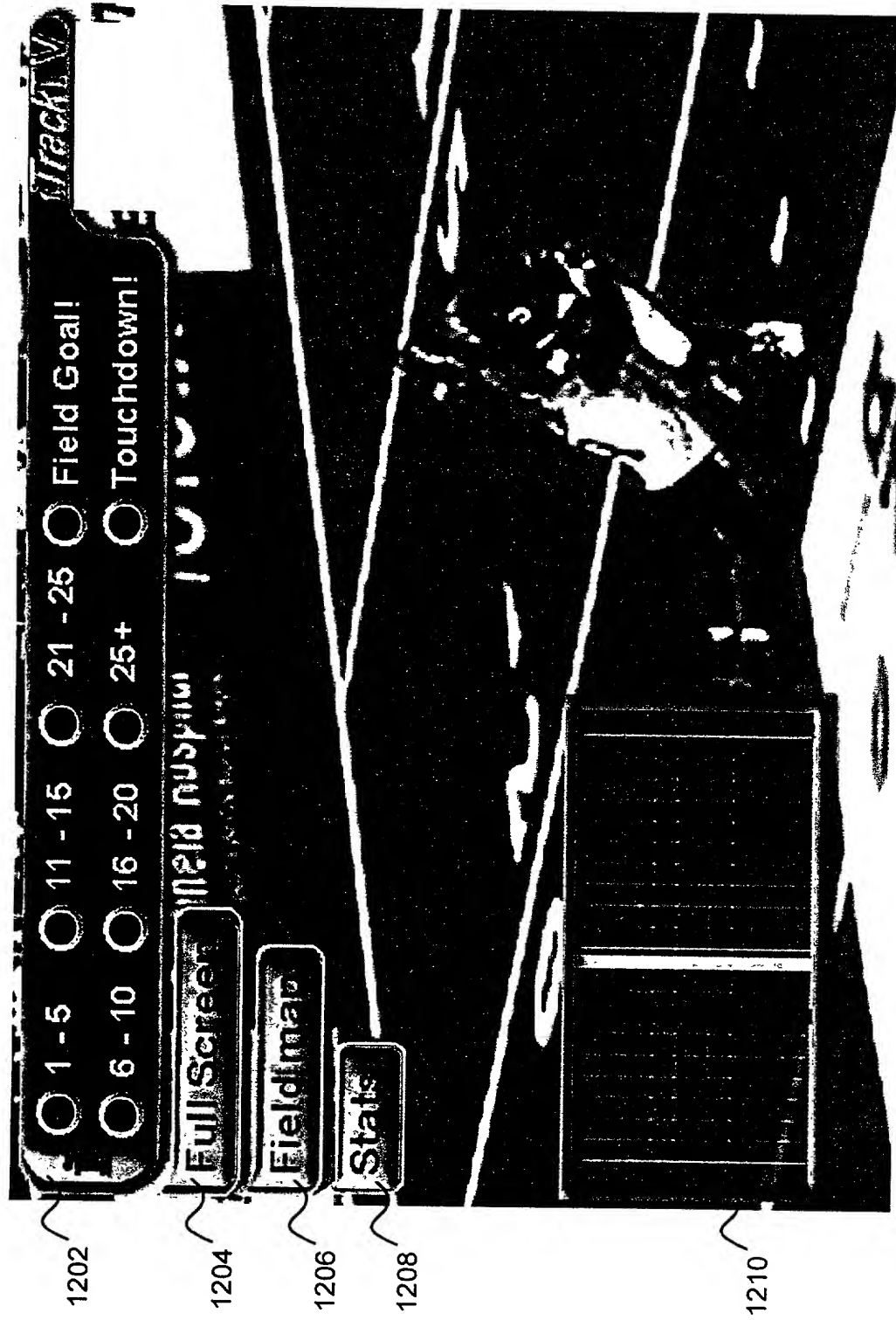


Figure 11

1100 ↗



1200

Figure 12